Learn to play video: **ROXLEY.COM/RADLANDS**

DANIEL PIECHNICK

RADLANDS

2 20-40 14+

OUR TRIBE HAS WATER
AND THEY'RE COMING FOR IT
SO WE'LL STRIKE FIRST
WE THOUGHT IF WE HIT HARD ENOUGH...
THEY'D GO BACK HOME
BUT THERE'S NO HOME LEFT...

CREDITS

Game Design: Daniel Piechnick

Development: Matt Tolman, Gavan Brown, Adam Wyse

Art: Manny Trembley, Damien Mammoliti, Mr. Cuddington

Graphic Design: Gavan Brown, Gui Landgraf

Rulebook: Adam Wyse, Gui Landgraf

Box Design: Black Thumb Creations

Playtesting: Tony Miller, Matt Tolman, Gavan Brown, Adam Wyse, Paul Saxberg, Carlyn McGeean, Kashton Brown, Malachi Brown, Zephan Brown, Paula Hakkola, Chelsea Birch-Wyse, Jonathan Rawlings, John Heidrich, Amy Hills, Bruno Steppuhn, Duncan Hecht, Gary Gin, Jasen Robillard, Jason D Kingsley, Jenny Wilson, Jenny Zhao, Joel Smart, Justin Bird, Ken Franklin, Kevin Gordon, Kori Joyce, Leanne Hine & Stuart Raven, Nick Angiers, Richard Bruce, Rick May, Rick Moffat, Scott Akkermans, Tyler Lipchen, Michael Cox, Morgan Cox, Glenda Cox, and Zaak Robichaud

RULES OF PLAY V1.2

New in v1.2: Two rules have been added to the game in 2023, to maximize a positive play experience (see pg 8 & 10).

This is a living document. Download the latest version at: **roxley.com/radlands-rulebook**

OVERVIEW

In Radlands, players will receive a set of three unique camps to protect.
You win by destroying all three of your opponent's camps.

The main resource in the game is water. You will spend it to play people and events, and to use the abilities of cards you already have on the table. People protect your camps and provide useful abilities, while events are powerful effects that take time to pay off.

Both players draw cards from the same deck. All cards in your hand can either be played to the table or discarded for quick "junk" effects. To win, you will need to manage your cards and water wisely.

GAME TURNS

There are three phases on your turn:

1. **Events** - Advance and resolve your *events*.
2. **Replenish** - Draw a card and collect your **3** *water* discs for use this turn.
3. **Actions** - Put cards into play, discard cards from your hand for an instant junk effect, and / or use abilities on "ready" cards. After finishing your actions, return all *water* and *extra water* discs to their respective supplies.

COMPONENTS

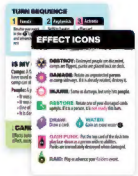
Draw deck containing
46 *person* cards & 20 *event* cards

Camp deck containing
34 *camp* cards

2 *Water Silo* cards

Note: Unless otherwise specified, the *draw deck* is considered the default card type when the rulebook or cards refer to "cards", "deck", or "discarding".

2 *Raiders* cards



2 *player aid* cards

6 *water* discs
(white) with
"not ready" on back

6 *extra water* discs
(black) with
"not ready" on back

GENERAL SETUP

Players sit on opposite sides of the table facing each other. **In the center of the table, accessible to both players:**

1. Shuffle and place the *camp deck* (A).
2. Place the *extra water* discs (black) (B).
3. Shuffle and place the *draw deck*, leaving space for a discard pile beside it (C).

↑ OPPONENT'S PLAY AREA ↑

↓ YOUR PLAY AREA ↓

PLAY AREA SETUP

Each player sets up their own play area with the following steps:

1. Draw **6** cards from the *camp deck*.
   For the best possible first experience with Radlands: skip this step, and instead give one player **Garage**, **Railgun**, and **Supply Depot**. Give the other player **Reactor**, **Cannon**, and **Victory Totem**.
2. Place **3** of your drawn *camps* facedown in your play area in a row (D). Leave space for **2** cards in front of each *camp*, where you will be playing *people* cards later. When both players have selected, flip your *camps* faceup. Return all unselected *camps* and the *camp deck* to the box as they will no longer be used this game.
3. Take a **Water Silo** and **Raiders** card and place them faceup in your play area (E).
4. Form a supply of **3** *water* discs (white) (F) in your play area.
5. Take a *player aid* card (G).
6. Draw the number of cards to your hand (H) equal to the total sum of cards shown in the black rectangles on your *camps* (I).

CARD TYPES

CAMPS

Camp cards have a black border.

They have an initial card draw amount (A), and may have one or more abilities (B) and [traits] (C).

PERSON

A *person (people)* card has a white border. They are played in columns in front of your *camp* cards.

People have a *water* cost (C), a junk effect (D), and may have one or more abilities (E) and [traits] (F).

[CARD TRAITS]

Card traits (G) are found on some *camps* and *people*, surrounded by [green brackets] on a white background.

They are active for **all** *people* who are not currently damaged. They are **always** active on *camps* not yet destroyed (even if they are damaged).

PUNKS

A *punk* is a person with no abilities, represented by a facedown card drawn from the top of the deck.

When damaged, a *punk* is immediately destroyed, and returned to the top of the deck facedown (do not look at it).

Remember: *Punks are people,* too!

EVENTS

Event cards have a yellow and black striped border.

Events have a water cost (H), a junk effect (I), an event effect (J), and a numbered bomb icon (K) that determines where it is placed in your event queue (L) when played.

PLAY AREA

EVENT QUEUE: Each player has an event queue (L) made up of **3** spaces. The 3 space is in line with your *camps*, with the 2 and 1 spaces in front. The event queue is a countdown timer, where each space represents the number of turns until an *event* is resolved.

COLUMNS: *People* cards (including *Punks*) are played to the table in front of your *camp* cards. A *camp* and all *people* in front of it are considered a "column" (M). A column may contain a maximum of **2** *people*.

UNPROTECTED: When your *people* or *camps* do not have at least one of your cards in front of them, they are unprotected (N).

WATER DISCARD: Some actions may require you to spend *water* that is not placed onto a card. To keep it clear to both players that this *water* has been spent, stack it beside the *draw deck* (O). Also do this when discarding a card with *water* on it.

EFFECT ICONS

DESTROY

Destroy the specified card(s).

- When a *person* is destroyed, discard it.
- Destroyed *camps* are flipped to their destroyed side (A).
- A destroyed *punk* is returned facedown on top of the *draw deck* (don't look at it).

DAMAGE

Damage a person or camp.

- A damaged card is turned sideways.
- If it is damaged again, destroy it.
- A damaged *person* is **not ready**.
- A damaged *punk* is destroyed.

Important: Unless otherwise specified, the target of damage must be an unprotected card in any column that belongs to your opponent.

INJURE

Same as damage, but only applies to *people*.

RESTORE

You may rotate one of your damaged cards upright. If it is a *person*, mark it as **not ready**. **New in v1.2:** A card cannot restore itself.

DRAW

Draw a card from the *draw deck*.

GAIN PUNK

You may place the top card of the *draw deck* into play, facedown in any of your columns. It is a *person* with no abilities.

EXTRA WATER

Gain **1** *extra water* (black) disc to spend this turn. At the end of your turn, return all *extra water* discs to the supply in the center of the table.

Extra water discs are not limited by the supply (borrow white *water* discs from your opponent if necessary).

RAID

When resolving the raid icon ( ), play or advance your Raiders *event* card.

- If your Raiders *event* **is not** already in the event queue, place it on the 2 space (see "Play Card (Event)", pg 10).
- If your Raiders *event* **is** already in the event queue, advance it **1** space forward. If it is already on the 1 space, resolve the *event*. The Raiders *event* cannot be advanced with a raid icon ( ) if another *event* already occupies the space in front of it.

When the Raiders *event* resolves, your opponent chooses one of their camps to be damaged, then put your Raiders card back in your play area.

Strategy Tip: Raiders are one of your **core** damage dealers! They can damage *camps* even when they are protected.

TURN SEQUENCE

To determine start player, flip a *water* disc. If it lands water side up ( ), you are the start player. Otherwise, your opponent is.

Beginning with the start player, take turns until one player has destroyed all of their opponent's *camps*. **On your turn, perform all of the following phases in the order listed:**

1. EVENTS

If you have an *event* in the 1 space, resolve its effect and discard it. Then, advance all *events* in your queue 1 space forward (towards your opponent).

2. REPLENISH

Draw a card . Then, collect your **3** *water* discs for use this turn. *Water* is never carried over from previous turns, so you will always begin the Actions phase with **3** *water*.

Exception: if you are the start player, collect **1** *water* (instead of 3) on your first turn. On all subsequent turns, including your opponent's first turn, players collect 3.

3. ACTIONS

Perform any of the following actions, in any order, any number of times:

- Play card
- Draw card
- Junk card
- Take Water Silo
- Use ability

Zero-cost cards & abilities: Some cards and abilities have a cost of 0 water. Whenever you use a 0-cost ability, or play a 0-cost card, mark it as **not ready** with an *extra water* disc showing the pink dash .

Actions cleanup: When you are done performing actions, return all *water* and *extra water* discs to their respective supplies.

ACTIONS

PLAY CARD (PERSON)

Play a *person* card from your hand in front of any one of your *camps* (even a destroyed *camp*).

When playing a person:

- Spend *water* discs (A) onto the card equal to its cost shown in the top left (B).
- The turn a *person* is played, it is **not ready**.
- If there is already a *person* in that column, place the new *person* in front (C) or behind (D) the existing *person* (moving the existing person forward). When a *person* behind another is destroyed, move the *person* in front back toward the *camp*.
- Each column can contain a maximum of **2** *people*. **New in v1.2:** If you have no space in any of your columns, you may play a person but you must first destroy one of your existing people.

Strategy Tip: Place your more valuable *people* behind, so that they are not left unprotected.

In front Behind

PLAY CARD (EVENT)

Play an *event* card from your hand to your *event* queue.

When playing an event:

- Place the event in the space corresponding to the numbered bomb icon (1, 2, or 3) at the top of its yellow effect box.
- Spend *water* discs (E) onto the card equal to its cost shown in the top left (F).
- A 0 *event* is not placed in the queue. Instead, resolve its effect immediately and discard it and the water required to play it.
- Only one card can occupy each space of your event queue. If that space is already occupied by another *event*, you must put the new *event* in the first available space behind (G) (up to space 3). If those spaces are full, you may not play it.

DRAW CARD

Spend **2** *water* and draw a card.

JUNK CARD

Discard a card from your hand and receive the junk effect related to the icon (see "Icon Effects", pg 8) pictured in the top left corner of the card (H).

Note: When you junk the Water Silo, return it to your play area instead of discarding it.

TAKE WATER SILO

Spend **1** *water* to take your Water Silo into your hand. The Water Silo may be junked to gain an *extra water*.

- When you junk the Water Silo, return it to your play area instead of discarding it.
- You may keep the Water Silo in your hand across multiple turns.

Strategy Tip: Any unspent *water* is lost, so if you have **1** remaining *water* that is not useful, consider the take Water Silo action.

If you have **2** remaining, consider the Draw Card action.

USE ABILITY

Use an ability on one of your ready *camps* or *people* in any column.

Abilities and their costs are found in black boxes (I) at the bottom of the card.

When using an ability:

1. Check to ensure the card is ready (see "ready" section to the right).
2. Spend *water* (J) onto it equal to the cost of the ability you are using.
3. Resolve all text and effect icons in the ability box.

- After using an ability on a card, the card is **not ready**. If the ability's cost is 0, place a **not ready** (K) disc on it.
- A card's ability can affect cards in **any column**, not just its own.
- When ability text uses the word "Enemy", it refers to your opponent's *people*, **not their camps**.

READY

IS MY CARD "READY"?

Camps: A faceup *camp* is **always** ready, unless you have used one of its abilities this turn (a damaged camp can still be ready).

People: A *person* is ready, unless any of these are true:

- It was played **this** turn.
- It was restored **this** turn.
- One of its abilities was used **this** turn.
- It is damaged.

Note: Cards with *water* discs on them are **not ready** unless overridden by an ability, effect, or trait.

GAME END

You win immediately when all your opponent's camps are destroyed.

If the deck runs out during the game, shuffle the discard pile to form a new deck. If the deck runs out a second time, the game ends in a draw.

CAMPS F.A.Q.

Adrenaline Lab: This includes damaged *people* who entered play this turn, such as Wounded Soldier, and *people* who are damaged and have used their ability. You must pay the water cost of the person's ability. If Adrenaline Lab is using the ability of a person that says "damage this card" for example, "this" refers to the person being activated.

Arcade: *Punks* are *people* too.

Blood Bank: You need a *person* to use this ability.

Cannon: If destroys your last *camp*, you lose immediately before the Cannon ability completes.

Catapult: You need a *person* to use this ability.

Command Post: This can cost as little as 0.

Construction Yard: The flipped *camp* is undamaged and ready.

Juggernaut: If Juggernaut has advanced once, you can play a *person* in front of and/or behind it. A *person* behind Juggernaut is protected and can't be hit by or , just the same as if they were behind a *person*. A new *person* added to this column can push an existing *person* to the other side of Juggernaut. When Juggernaut is destroyed, place it facedown in your *camp* row (moving any *people* in front).

Labor Camp: You need a *person* to use this ability.

Mercenary Camp: The opponent chooses. They can't choose to discard 2 cards unless they have 2 or more cards in hand.

Mulcher: You need a *person* to use this ability.

Nest of Spies: This means any 2 *people*, including *punks*.

Omen Clock: You may only advance an *event* if there is an empty space in the event queue in front of the *event*. You may advance opponent's *events*. An opponent's *event* that is activated by Omen Clock is still their *event*.

Parachute Base: You must pay the water cost to play the person, and the water cost of its ability.

Training Camp: The *person* goes into play in exactly the same place. Cards with a "when this enters play" [trait] (like Vanguard, Argo Yesky, Wounded Soldier), perform that effect immediately. This person does count for Nest of Spies or Transplant Lab.

Transplant Lab: This means any 2 *people*, including *punks*.

Watchtower: Raiders, and *events* both count.

GENERAL F.A.Q.

/ / : On their own, these icons can only hit unprotected cards. However, cards that say **any**, **all**, or **one of**, ignore protection, and follow their own rules.

Enemy: Your opponent's *people*, **not their camps.**

No Dumpster Diving: You may examine cards your opponent discards during their turn. You may not look through the discard pile to determine if a card was played in a previous turn.

No Friendly Fire: You cannot use / / or other negative abilities/ effects on your own cards, unless they specify that you must. You also cannot your opponent's cards.

No Hand Limit: There is no hand size limit.

No Peeking: Players cannot look at what card is on the other side of *punks*.

PEOPLE F.A.Q.

New in v1.2: If you have no space in any of your columns, you may play a person but you must first destroy one of your existing people. This option to destroy applies whenever playing a person, whether by performing the Play Card action, resolving an event effect, card trait, or card ability.

Argo Yesky: If Argo is damaged but then restored, his trait is in effect once again. *Punks* gain Argo's ability. As *punks* now have an ability, they should be marked as **not ready** when entering play.

Cult Leader: The Cult Leader can destroy himself.

Doomsayer: If there is no room to move an *event* back, it does not move. If you can't move any of the opponent's *events* back, you may still play Doomsayer.

Karli Blaze: Karli's [trait] takes effect when she enters play or is restored. Karli's ability is ready when she is played, but not when she is restored. If combined with Training Camp, *people* flipped this turn can use their abilities.

Mimic: You must pay the water cost of the chosen ability. If Mimic is copying a card whose ability says "damage this card" for example, "this" refers to the Mimic.

Molgur Stang: "Any" means any of your opponent's *camps*, even if protected.

Punk: If an effect causes you to put a Punk from one of your columns into your hand, it becomes a normal faceup card.

Rescue Team: Rescue Team can return itself. Returned cards do not "remember" their previous situation if they are returned to play. Any card returned (including Punks) becomes a regular, faceup card in your hand.

Vanguard: The opponent's damage happens immediately (during your turn) and follows all normal rules. If your damage destroys the opponent's last *camp*, you win before they get to do theirs.

Vera Vosh: If Vera's [trait] becomes active after an ability has already been used, it does not allow that ability to be used again. Vera's [trait] benefits herself, *people*, and *camps*.

Zeto Khan: This has no effect on *events* already in your *queue*. This does give Raiders .

EVENTS F.A.Q.

Bombardment: As usual, *camps* already damaged will be destroyed.

High Ground: You can rearrange *people* back into the same positions.

Radiation: "All *people*" is all *people* currently in play, which includes your own *people*.

Raiders: See "Raid", pg 9. You can resolve the raid icon ( ) more than once per turn. Raiders will move up on the event queue each turn, just like any other event.

Truce: Returned cards do not "remember" their previous situation if they are returned to play. Any card returned (including Punks) becomes a regular, faceup card in your hand.

Uprising: If this causes you to have more than six *people*, you do not gain the extra *punks*.

USING THE OFFICIAL PLAYMAT

When using the playmat, set up and play the game as normal, with the following exceptions:

- At the end of each turn, place **3** *water* discs in the water supply channel for use next turn (A).
- When you perform your take Water Silo action, place the *water* spent in the Water Silo space (B).
- When performing a draw card action, stack the *water* you spend in the draw card space (C).
- Stack any *water* discarded for 0-time *events*, or from the top of discarded cards, in the *water* discard space (D).
- At the end of each turn, place **3** *extra water* discs in the *extra water* space (E).

GET YOUR PLAYMATS
ROXLEY.COM/HAZMAT

What are the roots that clutch, what branches grow
Out of this stony rubbish? Son of man,
You cannot say, or guess, for you know only
A heap of broken images, where the sun beats,
And the dead tree gives no shelter, the cricket no relief,
And the dry stone no sound of water. Only
There is shadow under this red rock,
(Come in under the shadow of this red rock),
And I will show you something different from either
Your shadow at morning striding behind you
Or your shadow at evening rising to meet you;
I will show you fear in a handful of dust.

*- from **The Waste Land**, by T.S. Eliot*

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